

Do not look through the deck nor shuffle it!



6+



2-4



3 x 20

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DETECTTEAM

Kids

Once Upon an Island

GAME RULES

OVERVIEW



You are a group of young detectives and your help is needed to solve three mystery cases. You will be playing cards, one by one, in order to piece together the full picture of the events and find out what actually happened.

COMPONENTS

A deck of 29 large cards:

- 3 starting cards (1 for each story)





- 24 island cards

Island without characters on the side with the  symbol, and island with characters on the side with the .



- 2 cover cards



GAME SETUP


- 1 Take the deck of cards (blue side up) and remove the top cover card.
- 2 The next 3 cards are starting cards. Each starting card has a colored plaque with the number of the story and the corresponding symbol in the top right corner:  #1 for story #1,  #2 for story #2 and  #3 for story #3. Take the starting card for story  #1 **without looking at its back**. Put the other 2 starting cards back in the box. **(Do not look at them too closely nor flip them!)**

You must solve the stories in consecutive order: first, story #1, then story #2 and, finally, story #3.

- 3 Place the chosen starting card in the middle of the table question side  up and examine it. **Do not look at its back unless you are explicitly told to do so!**
- 4 Take the remaining deck of cards (island cards) and place it on the table so that all players can easily reach it. Then take the **top 3 cards** from the deck and place them **in a row next to the deck** (the side with the  symbol facing up), as shown:

DECK



- 5 When you finish reading the rules, turn to page 9 and read the introduction to story  #1.



PLAYING THE GAME

The youngest player begins the game. Then the game proceeds clockwise.

On their turn, the player performs the following actions in the order listed below:



- 1 The player **simultaneously chooses 2 island cards from the 4 cards available** on the table (including the top card of the deck) and secretly looks at the side with the characters (with the 🐼 symbol).



- 2 Then the player must either:

- **Discard both cards** (side with the 🐼 symbol facing up), if the characters featured in the story do not appear on either of them and neither helps answer the questions.



OR

- **Add one card** to the picture (side with the 🐼 symbol facing up) **and discard the other card** (side with the 🐼 symbol facing up). Always select the card that, in your opinion, helps answer the questions and unravel the story!



You may connect the cards both orthogonally and diagonally.



- 3** When a player adds a card to the picture, you may all discuss together the events shown on the card. However, the players may not reveal the information they glimpsed on the discarded cards until the end of the game.

Remember! For best results, you need to complete the picture! Aim to pick the cards that belong in the still empty slots of the picture!

Each card depicts an alternative version of the events. You may place your card on top of a card previously added to the picture.

- 4** Once your turn is complete, replenish the row so that there are once more 3 cards in total next to the deck.

After each turn, discuss the new developments and make your guesses as to what actually happened.




END OF THE GAME

Keep laying down island cards until you are able to answer all the questions or until you deplete the deck of island cards (as well as the row of cards next to it). You may choose to stop and finish the game at any moment if you believe you have successfully solved the story.

Finished the game? Now let each player, starting with the youngest, tell about one or several characters from the final picture. Discuss what you heard and saw, including the information on the discarded cards (however, you still cannot go through the discard pile). Then answer the questions for this particular story.




**Once you agree on a solution,
turn to the booklet page with the answers:**

Page 10 for story  #1,

Page 12 for story  #2,

Page 14 for story  #3.

NEW GAME

If you wish to solve the next story, reassemble all island cards back in a pile (side with the  symbol facing up), shuffle them and carry out the setup following the same rules, but this time take the starting card for **the next story** and turn to **page 11** and **page 13** respectively to read the introduction to **story**  #2 and **story**  #3.

RESETTING THE GAME

After completing all three stories, you may lend the game to your friends, but first you need to restore the game. To do this, perform the next steps in the following order:

- 1 Place the bottom cover card (side with the 🌊 symbol facing up) at the bottom of the deck.
- 2 Rearrange the forest cards in a pile (side with the 🌊 symbol facing up) and place it on top of the bottom cover card.
- 3 Put the starting cards in a pile in order from 1 to 3 (side with the 🌊 symbol facing up) and place it on top of the island cards.
- 4 Put the top cover card on top of the deck (side with the 🌊 symbol facing up).

All set!



The following pages contain introductions to the stories. Read only the introduction to the story you are currently trying to solve and do not turn to the next page unless you are instructed to do so!





STORY #1


DO NOT TURN TO THE NEXT PAGE UNTIL YOU ANSWER THE QUESTIONS.



The monkeys want to ride the water slide, so they split into teams of different colors and assembled four water pipelines leading to the slide. But when they turned on one of the valves, for some unknown reason the water did not flow.

Piece together the picture of the events and answer the following questions:

- 1** *Which pipeline should the monkeys connect the hose to for the slide to work properly?*
- 2** *Which team managed to supply water to the slide?*

ONCE YOU FINISH PLAYING AND ANSWER ALL THE QUESTIONS, FLIP THE STARTING CARD SOLUTION SIDE  UP AND EXAMINE THE IMAGE ON THE BACK. THEN TURN TO THE NEXT PAGE TO READ THE ANSWERS.



TURN THE BOOKLET UPSIDE
DOWN TO FIND OUT WHAT
ACTUALLY HAPPENED.



To supply water
to the slide, the monkeys
must turn the second valve
from the left. Built by the team
in green vests, this pipeline pumps water
from the ocean. The team in red T-shirts
draws water from the mountain lake, but
most of the water leaks out halfway to
the slide through the beach shower.
The pipeline that was built by the team
in yellow shorts and is connected to the
water tower is blocked. The team in blue
baseball caps is actually supplying
water to the strawberry patch
instead of the slide by drawing
water from a mountain
stream.

STORY #2




DO NOT TURN TO THE NEXT PAGE UNTIL YOU ANSWER THE QUESTIONS.



Two groups of penguins came to the island for a tour. They went sightseeing with their respective tour guides, the Cormorant and the Pelican, but at the end of the tour the groups got mixed up. Help the Cormorant and the Pelican correctly split penguins back into two groups and send them home!

Piece together the picture of the events and answer the following questions:

- 1** *How many penguins were in the Cormorant's group, and how many were in the Pelican's group?*
- 2** *Which penguins were in each group?*

ONCE YOU FINISH PLAYING AND ANSWER ALL THE QUESTIONS, FLIP THE STARTING CARD SOLUTION SIDE  UP AND EXAMINE THE IMAGE ON THE BACK. THEN TURN TO THE NEXT PAGE TO READ THE ANSWERS.



TURN THE BOOKLET UPSIDE
DOWN TO FIND OUT WHAT
ACTUALLY HAPPENED.



There were four
penguins in the Cormorant's
group: the one in a baseball cap,
the one in shorts, the one with a belt
and the one with a messenger bag. These
penguins arrived in a rowboat and docked
next to the water tower. The Pelican's
group consisted of three penguins: the one
in a beanie hat, the one in a bow tie and the
one with glasses. These penguins arrived
on a penguin-shaped boat. The penguin
with bushy yellow eyebrows lives on
the island. He works as
a lifeguard and gives
surfing lessons.





STORY #3


**DO NOT TURN TO THE NEXT PAGE
UNTIL YOU ANSWER THE QUESTIONS.**



A lot of trash has accumulated in the ocean near the island. Marine animals volunteered to collect and sort the trash in order to make the ocean clean again.

Piece together the picture of the events and answer the following questions:

- 1** *Who brought each item to the sorting site?*
- 2** *Which items ended up in the trash by mistake?*

ONCE YOU FINISH PLAYING AND ANSWER ALL THE QUESTIONS, FLIP THE STARTING CARD SOLUTION SIDE  UP AND EXAMINE THE IMAGE ON THE BACK. THEN TURN TO THE NEXT PAGE TO READ THE ANSWERS.



TURN THE BOOKLET UPSIDE
DOWN TO FIND OUT WHAT
ACTUALLY HAPPENED.



The Shark
pulled the rusty broken
bicycle out of the ocean.
The Tortoise and the Stingray
fished out a bunch of tin cans.
The Whale brought the fishing net
with plastic bottles and shopping bags
tangled in it. And the Seal picked up
the glass bottle. All these items are trash.
However, the anchor that the Octopus
tore off the Opossum's boat
and the lifebuoy brought by
the Dolphin are not trash,
so the animals will have
to return them.

IF YOU LIKED THE STORIES, TRY TO SOLVE THESE TRICKIER CASES IN THE SAME RANGE!

DETECTEAM

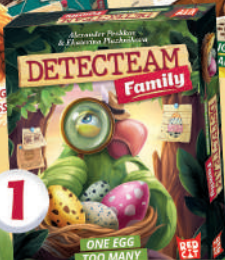
Family

2



3

1



● Recreate the events piece by piece and find out what happened!



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**YOUR
LOGO**

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